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☐	L21	(l19 or L20) and (wireless adj1 communication)	9
☐	L20	(dispatch adj1 (center$ or host$ or base$ or location$)).ti.	13
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☐	L9	L7 and (wireless adj1 communication$).ab.	3
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☐	L4	L3 and location$	21
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☐	L2	L1 and (wireless adj1 communication$).ti.	7
☐	L1	(dispatch$ same (ambulance or ems or (emergency adj1 service$)))	301

09/468469 672

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Gruia-Catalin Roman , Gian Pietro Picco , Amy L. Murphy
Proceedings of the conference on The future of Software engineering May 2000

2   A public-key based secure mobile IP   82%
John Zao , Joshua Gahm , Gregory Troxel , Matthew Condell , Pam Helinek , Nina Yuan ,
Isidro Castineyra , Stephen Kent
Wireless Networks October 1999
Volume 5 Issue 5

3   Experiences with network-based user agents for mobile applications   82%
Thomas F. La Porta , Thomas Woo , Krishan K. Sabnani , Ramachandran Ramjee
Mobile Networks and Applications August 1998
Volume 3 Issue 2
   Wireless networks are characterized by simple end devices and limited bandwidth. One
   solution to address these and other limitations of the wireless mobile environment that
   has been widely pursued is the placement of proxies, or agents, inside the network to
   assist with application processing that would normally take place on end devices.
   These agents can additionally manipulate data to reduce bandwidth requirements and
   assist in providing services. The design and implementation of a user a ...

4   Analysing internet software retrieval systems: modeling and   82%
performance comparison
José Merseguer , Javier Campos , Eduardo Mena
Wireless Networks May 2003
Volume 9 Issue 3

09/686,672
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Nowadays, there exist web sites that allow users to retrieve and install software in an easy way. The performance of these sites may be poor if they are used in wireless networks; the reason is the inadequate use of the net resources that they need. If these kinds of systems are designed using mobile agent technology the previous problem might be avoided. In this paper, we present a comparison between the performance of a software retrieval system especially designed to be used in a wireless net ...

5 Performance analysis of internet based software retrieval systems using Petri Nets   82%

José Merseguer , Javier Campos , Eduardo Mena
Proceedings of the 4th ACM international workshop on Modeling, analysis and simulation of wireless and mobile systems July 2001

Nowadays, there exist web sites that allow users to retrieve and install software in an easy way. The performance of these sites may be poor if they are used in wireless networks; the reason is the inadequate use of the net resources they need. If this kind of systems are designed using mobile agent technology the previous problem might be avoided. In this paper, we present a comparison between the performance of a software retrieval system especially designed to be used in wireless networks ...

6 Intriguing technology from OOPSLA: Programming dynamically reconfigurable open systems with SALSA   80%

Carlos Varela , Gul Agha
ACM SIGPLAN Notices December 2001
Volume 36 Issue 12

Applications running on the Internet, or on limited-resource devices, need to be able to adapt to changes in their execution environment at run-time. Current languages and systems fall short of enabling developers to migrate and reconfigure application sub-components at program-execution time.In this paper, we describe essential aspects of the design and implementation of SALSA, an actor-based language for mobile and Internet computing. SALSA simplifies programming dynamically reconfigurable, op ...

7 Design and validation of QoS aware mobile internet access procedures for heterogeneous networks   80%

Giuseppe Bianchi , Nicola Blefari-Melazzi , Pauline M. L. Chan , Matthias Holzbock , Y. Fun Hu , Axel Jahn , Ray E. Sheriff
Mobile Networks and Applications February 2003
Volume 8 Issue 1

In this paper, the requirements for personal environments mobility are addressed from terminal and network perspectives. Practical mobility and Quality of Service (QoS) aware solutions are proposed for a heterogeneous network, comprising of satellite and terrestrial access networks connected to an IP core network. The aim, in adopting a heterogeneous environment, is to provide global, seamless service coverage to a specific area, allowing access to services independently of location. An importan ...

8 Using proxy cache relocation to accelerate Web browsing in wireless/mobile communications   80%

Stathes Hadjiefthymiades , Lazaros Merakos
Proceedings of the tenth international conference on World Wide Web April 2001

9 Transaction processing in PRO-MOTION   80%
Gary D. Walborn , Panos K. Chrysanthis
Proceedings of the 1999 ACM symposium on Applied computing February 1999

10 Distributed systems: Impala: a middleware system for managing   80%
autonomic, parallel sensor systems
Ting Liu , Margaret Martonosi
**Proceedings of the ninth ACM SIGPLAN symposium on Principles and practice of
parallel programming** June 2003
> Sensor networks are long-running computer systems with many sensing/compute
> nodes working to gather information about their environment, process and fuse that
> information, and in some cases, actuate control mechanisms in response. Like
> traditional parallel systems, communication between nodes is of fundamental
> importance, but is typically accomplished via wireless transceivers. One further key
> attribute of sensor networks is that they are almost always long running systems,
> intended to operate i ...

11 Practitioners report: The parks PDA: a handheld device for theme park   77%
guests in squeak
Yoshiki Ohshima , John Maloney , Andy Ogden
**Companion of the 18th annual ACM SIGPLAN conference on Object-oriented
programming, systems, languages, and applications** October 2003
> The Parks PDA is a lightweight, handheld device for theme park guests that functions
> as a combination guidebook, map, and digital camera. Together with a small team of
> artists and designers, we created a prototype Parks PDA and content for a three hour
> guest experience, including a camera interface, a hyper-linked guide book, three
> games, an animal spotters guide, a cross-referenced map, animated movies with lip-
> synched sound, a ride reservation system, and more. Over 800 visitors to Disney's
> An ...

12 Network infrastructure for massively distributed games   77%
Daniel Bauer , Sean Rooney , Paolo Scotton
Proceedings of the 1st workshop on Network and system support for games April
2002
> The popularity of hypertext documents led to the need for specific network
> infrastructure elements such as HTML caches, URL-based switches, web-server farms,
> and as a result created several new industries as companies rushed to fill that need.
> We contend that massive distributed games will have a similar impact on the Internet
> and will require similar dedicated support. This paper outlines some initial work on
> prototyping such support. Our approach is to combine highlevel game specific logic
> and ...

13 Platforms: Bluetooth and sensor networks: a reality check   77%
Martin Leopold , Mads Bondo Dydensborg , Philippe Bonnet
**Proceedings of the first international conference on Embedded networked sensor
systems** November 2003
> The current generation of sensor nodes rely on commodity components. The choice of
> the radio is particularly important as it impacts not only energy consumption but also
> software design (e.g., network self-assembly, multihop routing and in-network
> processing). Bluetooth is one of the most popular commodity radios for wireless
> devices. As a representative of the frequency hopping spread spectrum radios, it is a
> natural alternative to broadcast radios in the context of sensor networks. The
> questio ...

14 Cellular and hybrid networks: UCAN: a unified cellular and ad-hoc   77%
network architecture

Haiyun Luo , Ramachandran Ramjee , Prasun Sinha , Li (Erran) Li , Songwu Lu
Proceedings of the 9th annual international conference on Mobile computing and networking September 2003

> In third-generation (3G) wireless data networks, mobile users experiencing poor channel quality usually have low data-rate connections with the base-station. Providing service to low data-rate users is required for maintaining fairness, but at the cost of reducing the cell's aggregate throughput. In this paper, we propose the Unified Cellular and Ad-Hoc Network (UCAN) architecture for enhancing cell throughput, while maintaining fairness. In UCAN, a mobile client has both 3G cellular link and IE ...

15 Proxies + path prediction: improving Web service provision in wireless-   77%
mobile communications

Stathes Hadjiefthymiades , Lazaros Merakos
Mobile Networks and Applications August 2003
Volume 8 Issue 4

> Mobile computing is considered of major importance to the computing industry for the forthcoming years due to the progress in the wireless communications area. A proxy-based architecture for accelerating Web browsing in wireless customer premises networks is presented. Proxy caches, maintained in base stations, are constantly relocated to follow the roaming user. A cache management scheme is proposed, which involves the relocation of full caches to the most probable cells but also percentages of ...

16 The Modelling of Embedded Systems Using HASoC   77%

M. Edwards , P. Green
Proceedings of the conference on Design, automation and test in Europe March 2002

> We present a design method (HASoC) for the lifecyclemodelling of embedded systems that are targetedprimarily, but not necessarily, at SoC implementations.The object-oriented development technique is based onour experiences of using an existing modelling technique(MOOSE) and supports a lifecycle that explicitlyseparates the behaviour of a system from its hardwareand software implementation technologies. The designprocess, which uses a UML-RT-based notation, beginswith the incremental development ...

17 Constraints: An approach to engineer and enforce context constraints in   77%
an RBAC environment

Gustaf Neumann , Mark Strembeck
Proceedings of the eighth ACM symposium on Access control models and technologies June 2003

> This paper presents an approach that uses special purpose RBAC constraints to base certain access control decisions on context information. In our approach a *context constraint* is defined as a dynamic RBAC constraint that checks the actual values of one or more contextual attributes for predefined conditions. If these conditions are satisfied, the corresponding access request can be permitted. Accordingly, a *conditional permission* is an RBAC permission which is constrained by one o ...

18 A composable framework for secure multi-modal access to internet   77%
services from Post-PC devices

Steven J. Ross , Jason L. Hill , Michael Y. Chen , Anthony D. Joseph , David E. Culler , Eric A. Brewer
Mobile Networks and Applications October 2002
Volume 7 Issue 5

> The Post-PC revolution is bringing information access to a wide range of devices beyond the desktop, such as public kiosks, and mobile devices like cellular telephones, PDAs, and voice based vehicle telematics. However, existing deployed Internet services are geared toward the secure rich interface of private desktop computers. We propose the use of an infrastructure-based secure proxy architecture to bridge the gap between the capabilities of Post-PC devices and the requirements of Internet ser ...

19 MARE: resource discovery and configuration in ad hoc networks   77%

Matt Storey , Gordon Blair , Adrian Friday
Mobile Networks and Applications October 2002
Volume 7 Issue 5

> The emergence of personal portable devices, such as PDA's and Mobile phones, with considerable processing and communication capabilities, has led to a desire to use various combinations of these devices together to achieve new and as yet unrealised operations. Not only are mobile devices expected to offer conventional facilities like email and web browsing but also more demanding multimedia applications. Attaining these operations within a fixed network environment with high-power workstations i ...

20 Articles: A study on the management of semantic transaction for   77%
efficient data retrieval

Shi Ming Huang , Irene Kwan , Chih He Li
ACM SIGMOD Record September 2002
Volume 31 Issue 3

> Mobile computing technology is developing rapidly due to the advantages of information access through mobile devices and the need to retrieve information at remote locations. However, many obstacles within the discipline of wireless computing are yet to be resolved. One of the most significant of these issues is the speed of data retrieval, which directly affects the performance of mobile database applications. To remedy this problem, we propose here a revised methodology focusing on the managem ...

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